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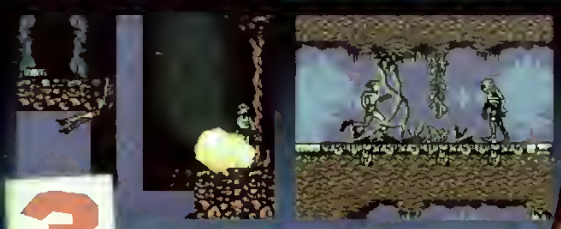
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WELCOME!

Here you see *Tomb Raider* on the Game Boy Color yet? No? Well get yourself over to page ten straight away! This game has got to be the best platform adventure ever to make it onto Nintendo's hand-held – we've reviewed it to tell this lesse and we urge you all to go out and get a copy today! Over the next couple of issues we will also be bringing you the complete solution to the game – you're going to need some help handling Ms Croft! To celebrate the release of this monumental title we've devoted our entire poster section to the game too – you can pull out and stick up not one, not two but three cool Lara Croft posters.

You'll be the envy of all your mates!

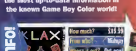
Also in this issue you'll find the excellent *Micro Machines 1 and 2*, *Bubble Bobble Classic* and a collection of cute games: *Howdy And The Birthday Party*, *Babe, Friends* and *Stressed Kids*.

Have fun!

Nick Roberts

THE BITS 'N' BOBS EXPLAINED!

TOTAL GAME BOY COLOR has all the information you need to make sure you buy the right game for you! On each review you will find a number of boxes and pictures that will deliver the most up-to-date information in the known Game Boy Color world!



Here you'll find out how much the game is, who made it, when it'll be in the shops and what kind of game it's supposed to be!

QUICK TIP!

WHEN PLAYING THIS GREAT GAME, MARIO GAME AN DON'T GET TO STRESSED AS EACH START AGAIN. THIS BIT IN THE BOOK THE BIT WHO WHAT THIS BIT AND HOW WELL WILL IT GET TO NUMBER 1!

To get you started on the game we've got a quick tip straight from the fingertips of our world renowned Game Boy Color experts.

The main reviewer will fill you in on all the details of the game, but we've also got a second opinion so you get a balanced view.





This is where the game gets taken apart and rated on its graphics, sound, playability and lastability. Finally we give it an overall score. If the game scores over 90% it gets a coveted HUM DINGER award of excellence!

THE KICKIN' GUIDE TO GAME BOY!

GAMES



Reviews

All the new games packed in...

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Previews

There's a new Zelda game coming to town – and we've got the lowdown on a top new Bugs Bunny title too!



PAGE 46

PAGE 10

The lovely Lara Croft swings into action on the Game Boy Color – and gets possibly the highest score ever!

Tomb Raider



PAGE 14

We send Nick all the way to Canada to report back on this breakthrough racing game – and he almost gets turned into a snowman!

FI RACING CHAMPIONSHIP

PAGE 30

BUBBLE BOBBLE CLASSIC

A gem of a game from the Eighties makes a comeback on the small screen – we review this 'classic'.





WIN!

PAGE 9

Grab yourself an official guidebook to Pokémon Red and Blue in our bumper competition!



Have you found your bonus Lucky Bag?

IT'S TO CELEBRATE THE RELEASE OF BUGS BUNNY IN CRAZY CASTLE 4 – WE PREVIEW THE GAME OVER ON PAGE 47!

3 Special Lara Croft Poster Pull-outs!

Rip 'em out and stick 'em up – we've got a triple-whammy of Lara Croft!



PAGE 25

Get in touch!

If you want to write to us here at Total Game Boy Color, here's the address...

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The Snoop!

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7 Mario & Yoshi – Nintendo
8 Tennis – Nintendo
9 Kirby's Dream Land – Nintendo
10 Spy vs Spy – Kemco



Tiny Terrors!

B[illegible] the inquisitive snoops that we are, we have just uncovered a plot to [illegible]ing Capcom's killer hit *Dino Crisis* to the Game Boy. The survival horror game, which ran on the same engine as *Resident Evil* when it arrived on [illegible] PlayStation, was a huge hit for the console and looks set to repeat its [illegible] on everyone's favourite portable gem! The Game Boy conversion is being dealt with by developer M4, the company that gave us the hugely [illegible]ble *Tasmanian Devil: Munching Madness* so it is unlikely to resemble [illegible] *Resident Evil* conversion.

[illegible] have circled that *Dino Crisis* will be similar to Taz's game, [illegible] a top-down perspective, but will still retain all the gore and horror that we would expect. The game will also be exclusively Color compatible and will bypass older Game Boy compatibility entirely. [illegible] people may complain that such a move isn't fair, but it's the price you pay for progress and if *Dino Crisis* is anything like either *Taz* or *Resident Evil* then who are we to stand in the way?



Horror on the Hand-Held

The grandaddy [illegible] *The Dark*, is coming soon to all consoles, including the Game Boy Color! The game, [illegible] believed to be the inspiration for Capcom[illegible] Evil titles, is now in its fourth [illegible] be ready in the Autumn.

As Edward Carnby, you are investigating the murder of your mate on Shadow Island when all [illegible] of creepy goings-on start occurring. You are [illegible] into a desperate battle for survival, whilst [illegible] of undesirable ghoulies try and suck your brains out. Armed with only a tiny pop-gun and your wits, [illegible] will have to solve dozens of puzzles, escape [illegible] traps and fend off the gangs of [illegible] monsters at the same time.

Developer Darkworks will be producing the [illegible], PC and Dreamcast versions but the company is still unsure whether it will produce the Game Boy version, and might even pass it on to the developers of the Game Boy's *Resident Evil*! Whatever the case, such a classic game series turning up on the Game Boy can only be good news and we'll have more news soon!

Game Boy Coloured!

With the distinctive iMac colours appearing in every form of hardware, a peripheral developer has latched on to the Game Boy. Available only on import from Japan, five transparent Game Boy cases are taking the East by storm. The cases, available in Ice, Blueberry, Tangerine, Bondai and Lime colours have to be fitted by specialists traders and cost approximately £15 to attach. Unfortunately, there is no indication that the beautiful covers will be making their way to the UK.

Keeping on the theme of trying to funk up the Game Boy, designer Tommy Hilfiger is doing a roaring trade with his 'designer' Game Boy. The unit comes in a distinctive yellow with Tommy's trademark blue, white and red logo embossed on the front. It also comes at a remarkable price. If you spend $50 on Hilfiger clothes (roughly £35) you can buy the strictly limited edition model for an amazing $50 too! The only snag with all these designer shenanigans is location. Only the western states of America are running the offer and the promotion is only available for a limit time.



Meet the Gang!



Nick Roberts
About: Nobody messes with the master!
Most favourite game: *Bubble Bobble*
Least favourite game: *Noddy*
Quote: "Game Boy games just get better and better all the time!

Karen Hollocks
About: Another girl? Whatever next?
Most favourite game: *Babe and Friends*
Least favourite game: Anything scary!
Quote: "You wouldn't believe the number of spelling mistakes I've seen!"

Roy Kimber
About: Thinks he knows all about N64!
Most favourite game: *Bubble Bobble*
Least favourite game: PlayStation ones
Quote: "Ooo, ooo, I could get 200 thingammees in for a big compo!"

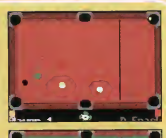
Mike Richardson
About: His mouth isn't really this big!
Most favourite game: Gex 3
Least favourite game: *Micro Machines*
Quote: "Ahh, now that Kimber's away, I can really start to play!"

Mark Hattersley
About: He's gone over to the Dark Side!
Most favourite game: Anything PlayStation
Least favourite game: Anything Nintendo
Quote: "I'm leaving this world and going to another planet!"

Jem Roberts
About: Jem is very poor – he's a student!
Most favourite game: *Yoda Stories*
Least favourite game: Survival
Quote: "How are you supposed to survive on nineteen pence a week, eh?"

Lou Wells
About: She's Queen of the Sub Eds!
Most favourite game: *Street Fighter Alpha*
Least favourite game: *Tomb Raider*
Quote: "I counted 4,231 mistakes in the last Total Game Boy Color!"

COME ON CODEMASTERS!

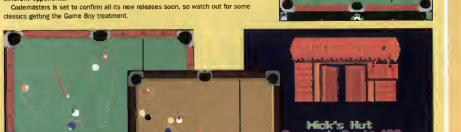


British-based developer Codemasters has announced that it will be personally developing and publishing titles for the Game Boy Color. With a catalogue of classic console games ranging from *Micro Machines* and *Colin McRae Rally* to *Music 2000*, Codemasters is one of Britain's best videogames makers.

Up until now, Codemaster's games have all been licensed out to other companies (such as *Micro Machines 1 and 2: Twin Turbo* on the Game Boy) but the company believes that the success of the Game Boy Color means that it should personally take control of bringing its games to the system.

The first title to come out on the Game Boy will be *Pro Pool*. This hustling, cue-master promises eight different pool modes, realistic physics and 64 different opponents.

Codemasters is set to confirm all it's new releases soon, so watch out for some classics getting the Game Boy treatment.



THE TRUTH IS OUT THERE!

Crawfish Interactive, one of the most successful producers of Game Boy games, including *X-Men*, *Driver* and *Street Fighter*, is to release *Red Storm's Roswell Conspiracies!* Based on the American show, *Roswell Conspiracies: Aliens, Myths & Legends*, the game is due for release in the coming summer.

Keeping in tone with the animated series, the game will probably take the form of a platformer and feature bundles of extra-terrestrial puzzles to solve. The actual plot of the game is being shrouded in some very spt secrecy so we'll just have to keep a close eye on proceedings. The truth is out there people, so count on the Total Gue Boy Cause team to keep you ported! More soon!



WIN! WIN! WIN!

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You just know you'll never rest until you've caught 'em all and you're going to need loads of help if you're going to get 151 Pokémon in your Pokédex! We've done a deal with the US strategy guide master, Prima Publishing, to bring you this bumper competition. You can get your hands on the Prima official strategy guide to *Pokémon Red and Blue* without shelling out the £9.99 it usually costs.

Simply find all the words in the wordsearch on this page, fill in your name and address, cut out the coupon and send it in to this address: **Official Pokémon Book Compo, Total Gue Boy Cause, Paragon Publishing, St Peter's Road, Bournemouth BH1 2JS**. Make sure your entry gets to us no later than 13 June please!



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There are 15 words hidden away in this wordsearch. Find them all and you could be a winner!

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PIKACHU
RED
BLUE
PRIMA
MEWTWO
POLYWHIRL
CHARMANDER
SPEAROW
ASH
PROFOAK
POKEDEX
TOTAL
GAMEBOY
COLOR



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OPQOIWNALAMSKDJDQWIE
TFSPIKACHULQWJWNASDO
APERMNDKSKQJWEJKSDJD
LASIDHOADQGSASDBGWER
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☐ From time to time you may be sent news about exciting new products and opportunities that are of interest to Total Gue Boy Cause readers. If you do not want to receive such information, please tick this box.



TOMB RAIDER



Reviewed by ROY



WILL LOVELY LARA MAKE A MULLE IN YOUR POCKET?

There can be many people out there who haven't heard of Lara Croft. She's easily as famous as veteran videogame stars like Mario and Sonic – she should be, she's had four games on the PlayStation alone! Lara has even appeared on chat shows and now she's set to star in her own movie, though some incredibly curvy real-life models! All this pales into insignificance, however, when compared to her latest, greatest adventure as she sets out to conquer the Game Boy Color. Let's look at the graphics first. Actually, you'd have to look at them really, wouldn't you, in order to play the game! Lara is a whopping 48 pixels tall, which is very big by Game Boy Color standards and means that the designers have been able to squeeze oodles of detail into her voluptuous shorts-and-vest-clad figure. Her movement comprises an almost unbelievable 2000 frames of animation – almost unbelievable because when you see her move, you'll wonder whether 2000 frames is really enough to create such amazing activity.

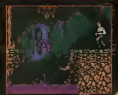


This bird looks like it needs a good meal and Lara's on the menu!



WALK THIS WAY!

Our heroine is every bit as versatile as her 32-bit PlayStation alter ego too. She walks, runs, jumps,





The inventory screen has been simplified but is still pretty cool!



Maybe things aren't quite as brown now Tomb Raider's been released on Game Boy Color!



THE PLOT...

The game starts with a series of incredibly detailed images that tell a story and these scenes crop up throughout the game to move the plot along. The story goes something like this...

An old friend of Lara's called Professor Igor Bowmann works in the Ancient Artefact department of Moscow University. He tells we heroine about an old manuscript he has discovered which relates to the legend of the 'Nightmare Stone'. This artefact was used to defeat an evil god, then sealed in an obelisk inside a vast temple. Apparently, deadly people have been enquiring after the manuscript and the professor asks Lara to go to Peru to meet Mr Natla. Blat. When Lara reaches the meeting point, Blat is gone and there are signs of a struggle. Whilst looking for him, Lara finds a hidden temple...



ENTER STARTING TIME AND DIFFICULTY, SAVE IN THE FULL OR EMPTY SCROLL, AND THERE'S NO NEED TO PAUSE AT ALL EITHER AS YOU'LL BE ABLE TO SEE ALL YOU NEED TO SEE IN THE SPOT. LARA WILL THANK YOU KINDLY WITH ONE LOVE AND ALL SHE NEED TO DO IS PULL THE TRIGGER!

Level Welded





climbs, hangs from things, shoots, swims, somersaults, rolls, performs hand-stands... to say that this girl is multi-talented would be the understatement of the year!

Tomb Raider II on the PlayStation received a bit of stick for the plot line, specifically because Lara wasn't so much raiding tombs as driving speedboats and shooting large, heavily-muscled gentlemen while wandering around on huge oil rigs. Thankfully, for the Game Boy version our heroine has gone back to what she does best... exploring huge, ancient, atmospheric tombs and temples packed with all sorts of supernatural horrors.

The game encompasses five different levels. Now before you all start shouting "Five? That's not many, I've got more fingers than that", take into account the fact that each of these levels consists of between five and a massive fifteen maps! When we tell you that each of those maps ranges in size from between four to a mammoth eight hundred screens... well, it's obvious that we're talking about a very, very big game indeed!

Every level is packed with beautifully drawn backgrounds, helpful items, tricky hazards and brain-teasing puzzles. Lara must contend with collapsing walls and floors, hidden levers and switches, weight-activated pressure pads,



Here's one of the level maps that Lara must work her way through – and it's not even the biggest! No matter how good you are at playing games, you're not going to finish *Tomb Raider* in too much of a hurry!

monkey bars, vines, ancient lakes and rivers, and that's without even mentioning the hordes of nasties who dog her every step.

Hordes of Enemies

Birds, bats, golems, crocodiles, monkeys, skeletons and mummies are just a few of the unfriendly individuals that challenge Lara's adventuring skills. Fortunately, though, she's got her trusty pistols to get her out of most tight spots. Other objects in the game include sticks of dynamite for removing pesky walls or slabs of stone, a variety of different keys, all sorts of ancient amulets, loads of puzzle items and of course, those all important med-packs that no gorgeous adventurer would dream of leaving her spacious country mansion without!

As in the other *Tomb Raider* games, all the items are accessible from an inventory screen including the guns, although these can also be pulled out just by tapping the Start button for situations that require swift action.

With so much going on in this game and so much effort put into making it look so great – oh... did we mention the sound? That's great too! Core has even managed to include a very decent rendition of Lara's trademark – and extremely sexy – exhalation of pleasure when she finds an important item or uses a med-pack.

With all this, it would have been easy for something like the controls to come in slightly under par, but they haven't. The controls layout and button combinations have been well thought out and with a little practice, you'll soon have Lara leaping about. Most important, though, is the button responsiveness and in *Tomb Raider*, this is second-to-none. You tap the button or move the D-pad and Lara instantly responds, turning what might otherwise be incredibly frustrating jumps and grabs into what can only be described as a joyous experience.

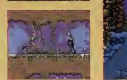
This game is complete Game Boy Color perfection – all self-respecting players should get themselves a copy right away!

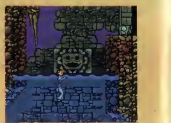
Decisions, Decisions



This chart shows how the various levels link together. As you can see, the game isn't linear, so as you play through it the decisions you make affect which route you end up taking. The same can also be said for the route you take within the maps – there's not just one path to follow each time.







2nd Opinion!

You must buy it now

If in part, then have been cool games on my Game Boy Color. There have been loads and loads from time to time, *Tomb Raider* however, is a game that you absolutely have to buy that it's become worry for buying a Game Boy Color would not be up to it. It's not so much a game to suit your mother for as one to mortgage your entire family for. Even if it does turn out that there is a history for good reasons. If you never buy another game, but spend all your money on this you buy *Tomb Raider* for the Game Boy Color.

Tim

Game Boy Test Your Mettle

Graphics!
Lara's looking great!
★★★★

Sound!
You even get the word "Yuck!"
★★★★★

Playability!
Oh man, she jumps... perfectly!
★★★★★

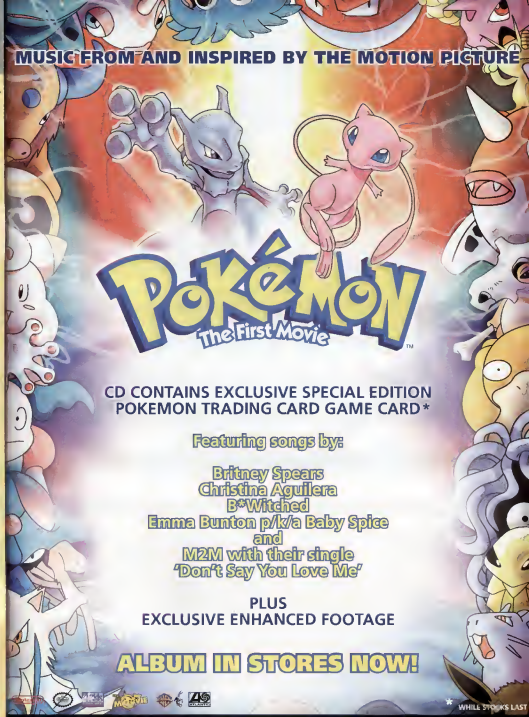
Lastability!
It'll have me going for ages!
★★★★★

Overall!
99%

As close as you'll get to perfection!

Hum Dinger!

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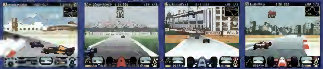
MOVIE IN CINEMAS APRIL 14TH

We chat with the makers of F1 Racing Championship!





Our beloved leader Nick Roberts was lucky enough to be invited to Montréal, Canada to take a look at F1 Racing Championship on the Game Boy Color. He sent back this exclusive interview with Domiano Bazzoni, the game's product manager...



Total Game Boy Color: Tell us about the team behind this great racing game.

Domiano Bazzoni: We had quite a small team to create *F1 Racing Championship* and were based in Ubi Soft's offices in Italy. There were ten of us in total and it took seven months to get the game to a playable state – we started back in March 1999.

TGBC: What did you set out to achieve with this game over other F1 racers?

DB: Our main aim was to create a game that gave the experience of simulation rather than another boring racing game. We have tried to include as many details of the tracks and landscapes as possible, and have used plenty of new tricks to make this the most comprehensive F1 game on the Game Boy – the backgrounds are almost photo-realistic!

TGBC: How on earth do you fit all this into a Game Boy cart?

DB: The game comes on a 4-Mbit cart with a battery back up to save your position. Inside you'll find Arcade and Simulation modes with Time Attack, Single Race and Championship games to play through, complete with ghost cars of your previous performances! Then there's the car set-up option where you can play around with the tyres, fuel and engine to create your ultimate car.

TGBC: Are there any other features you think our readers should know about?

DB: The game gives you the choice of two viewpoints, internal and external, which is something that has never been done before on a Game Boy! As you're driving, you also receive real-time messages from the pits giving you details of the race and what to look out for up ahead.

The thing that we're most proud of, though, is the Mission mode. There are 16 missions in the game, one for each track, and these are scenarios from real events in the last F1 season. You can choose to become your favourite driver and finish off one of their famous races for them – probably losing in the process. To move on to the next mission you must first complete the one you're on – giving players something to aim for.

Each of the drivers also handles as they do in real life and we've thrown in a few weather conditions to make things more interesting. This all adds an extra element of fun and longevity to the game, and gives *F1 Racing Championship* another unique element.

TGBC: Thanks very much.

DB: My pleasure.



An interview in wintery Canada

Video on the Game Boy!

One of the most amazing things about F1 Racing Championship on the Game Boy Color is the fact that Ubi Soft has packed a full motion video intro sequence onto the cart! Before you get into the game, you're treated to this amazing scene of cars whizzing down a track in glorious eight-colour, full-screen mode – it's brilliant!



The (almost) dirty dozen!

The great thing about having an official licence for the game is that Ubi Soft can use all the proper driver and team names!



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Daedalian Opus
Deadly
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Donkey Kong Land 1, 2, 3
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Evel Knievel
F1 Race
Final Fantasy Legend 1, 2
G – K
Game and Watch Gallery 1 2
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Game Genie
Gauntlet 2
Gex: Enter the Gecko
Gex 3: Deep Pocket Gecko
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NBA Jam Series
Nemesis
NFL Blitz
Ninja Boy 1 2
Ninja Gaiden Show
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Puzzle Master
Q – U
Q Bert
Q Billion
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R Type
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Star Wars Episode 1
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Super Mario Land 1 2
Sumo Fighter
T2: Judgement Day
Tamagotchi
Teenage Mutant Ninja Turtles
Tennis
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V Rally
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Wizards & Warriors X Fort of Fear
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INFO!
VIRTUAL PINBALL
How much? £25.99
From who? Interactive
Where it at? Out now
Size of Game? 8MB

QUICK TIP!

There's no save option, so no matter how short a time you've been playing, it's always the same starting routine. Jumping up strategically will earn an extra life at the start. Keep a finger into the thinking hands of all times.

STAR WARS: YODA STORIES



REVIEWED BY Jem

A LONG TIME AGO ON A GAME BOY FAR FAR AWAY...

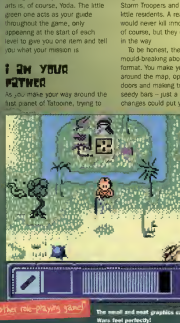
It's dark time for the Alliance. Darth has gone over to the Dark Side and now the Galactic Empire is out to be nasty to everything in the galaxy. However, there is a new hope... and, yes, it's you.

You must put on the tights for the Alliance in the role of Luke Skywalker, as you train to be a Jedi Master, ready to beat the dark forces in the Empire. And waiting to train you in the ancient arts is, of course, Yoda. The little green one acts as your guide throughout the game, only appearing at the start of each level to give you one item and tell you what your mission is.









"Start a few more chapters and you'll see why other role-playing games!"

The small and neat graphics capture the Star Wars feel perfectly!

I AM YOUR FATHER

As you make your way around the first planet of Tatooine, trying to master Han Solo and free the Millennium Falcon from Jabba the Hutt, it doesn't take long to work out that the whole game is very much in the style of Zelda. You travel around three-dimensional screens, entering huts and space stations and picking up likely objects to complete your tasks. On the way, there are many nasty creatures to despatch with your lightsabre, not to mention dangerous sand people, vicious Storm Troopers and harmless little resisters. A real Jedi Knight would never kill innocent beings, of course, but they do tend to get in the way.

To be honest, there is nothing mould-breaking about this format. You make your way around the map, opening locked doors and making transactions in seedy bars – just a few name changes could put you in any other role-playing game with no trouble. Nevertheless, it has to be said that, especially for Star Wars fans, the challenge here is undeniably compelling.



SEE FIVE STANDING BY

There is a great deal that stops Yoda Stories from being a real humdinger, not least the sound effects. No Star Wars spin-off would be complete without the legendary theme from the movie, and when you first switch the game on, it's hard to prevent a shiver of delight running down your spine on hearing the well-entrained familiar tune. Unfortunately, it goes on and on and on, with absolutely no option of turning it off. In the end, it is like listening to the most annoying mobile phone tune ever invented for eternity, so it is advisable to turn the volume down straight away.

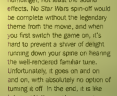
Just as annoying is the password system, which means that Luke has to plough on for hours through every level, mashing the distant goal before you can allow yourself time to breath. If there is one game that is crying out for a reliable save option, it is this one.

USE THE FORCE

But these niggles aside, Yoda Stories really is such an enjoyable adventure that it's impossible to leave it alone until you know that the Dark Side has been defeated. One minute you're throwing the game across the room and exposing in Lord Vader's victory, and the next it's back into battle and time to finally work out that last clue.

Each level can take you to desert moons, snowy space stations and verdant planets in the bank of an eye, and much of the story is put together with great respect for the movie, tongue firmly lodged in cheek. In the end, only those with no respect for the force of good can resist the challenge and key drive of the lightsabre.

JEM



All the objects you have picked up are stored in this pack inventory.



As you fly around from hostile planet to hostile planet, you're bound to bump into some familiar faces along the way. In the first level, you have the honour of having Han Solo in your actual inventory and, aside from the odd nameless Wookie, Droid and Stormtrooper, Obi Wan is always lying in wait to grant you the gift of the Force. Worst of all, though, is the shadow of Darth Vader that falls upon you if you are foolish enough to run out of energy. Still, even that's better than the prospect of Jo Jo Binks running around with you. Don't worry, he's probably dead by this episode.



Excess ore meta! Why do you have a green face? Are you ill?



The Storm Troopers don't take any tomfoolery from anyone!



Even little R2-D2 makes an appearance – he's no help though!





2ND OPINION!

WHAT A TOSSER!

Whether you're a fan of Star Wars or not like the look of more mini playing game that the Game Boy has always been so good at, you're going to love Yoda Stories. This game has taken so long to come out, we all thought it had to be something special – and we definitely haven't been disappointed. Great graphics, cool tunes, an engrossing story line and lots to see and do make this the perfect game! Grab your lightsabre and get stuck in.

NICK



INFO!

How much? £29.99
How solo? Capcom
Where'd it cost? Out now
Out of Gem? Nah-no-go

QUICK TIP!

EXTRA, EXTRA! FOR THE HORDE OF KOOL CHARACTER'S SECRETS, HIDDEN BUTTON PRESSES AND BONUSES TO FIND YOU THROUGH A FEW HANDOS, YOU TH TROPHY FROM PRINT TRIDENT, AN ONE LOT OF TO BOOK WRITE YOU SPECIAL STATUS.

STREET FIGHTER ALPHA



REVIEWED BY LOU

DO YOU WANNA FIGHT?

It's been billed as one of the most eagerly awaited games to come to the Game Boy Color – so has it managed to live up to its anticipation levels? In a word, 'yes'. It was always going to be hard for developers to port over a 32-bit game onto an 8-bit console. However, though detail in the characters has been lost, those who've played the game on other consoles – and there must be few who haven't – will still be able to recognise their favourites.

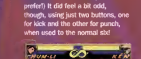
Ryu, Chun-Li, Sagat and seven of their wel 'ard mates are present, and all have their own signature moves which can be accessed with a few calculated button presses (or random bad and error button bashes, as we prefer!) It did feel a bit odd, though, using just two buttons, one for kick and the other for punch, when used to the normal six!

NO SKILLS NECESSARY

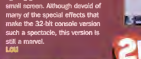
Set in the familiar settings of streets around the world – which are so well detailed you feel you're almost there – you fight a tournament in Arcade mode to see if you've got what it takes to be the best fighter. Don't fret, though, if you've never set eyes on the game before (have you had your head buried in the sand or what?) as you can have a go in the training mode and hone your skills before starting a fight.

The NeoGeo Pocket Color has proved that fighting games can work on a hand-held, and Street Fighter Alpha is evidence enough that the world's most famous fighting game can cut it on the small screen. Although devoid of many of the special effects that make the 32-bit console version such a spectacle, this version is still a marvel.

LOU



Chun-Li was always after Guy, he was having none of it though.



Hardcore Street Fighter fans will no doubt notice that three of the control characters have been dropped for this slidy version. No matter though – with the likes of Ken, Ryu and Chun-Li at your disposal, you've still got the elite brawlers present to kick-ass. Just not as many asses.



AND THEN THERE WERE TWO!





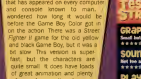
Street Fighter Alpha is evidence enough that the world's most famous fighting game can cut it on the small screen!











2ND OPINION!

THEY'RE SO TINY!

Street Fighter is one of those games that has spawned an every computer and console known to man, wondered how long it would be before the Game Boy Color got in on the action. There was a Street Fighter II game for the old yellow and black Game Boy, but it was a bit slow. This version is super fast, but the characters are quite small. It does have loads of great animation and plenty of special moves though.

NICK



IT WAS DEFINITELY WORTH THE WAIT!

INFO!

How much? £29.99
How solo? Eidos
Where'd it cost? Out now
Out of Gem? Platform

QUICK TIP!

IF YOU DON'T GET UP TO SERIOUS PLAYING, AND ARE PREPARED A BORED JUICE, SOMEONE ELSE GO ON THE, TO OF YOU, PRESS JUMP WHEN AND THEN PRESS IT AGAIN JUST AS HE GETS TO PLANK TO WATCH HIS FLY

GEX 3: DEEP POCKET GECKO

WE'S GREEN, WE'S BROWN, WE BOUNCES ON THE GROUND!

The suave, sophisticated, yet slimy lizard is back for another appearance on the Game Boy Color in the originally-titled Deep Pocket Gecko. As in previous Gecko games, you'll be barraged by a consortium of genres as Gex takes you through the Wild West, Egypt, snow-covered pistes and so on. Access to the themed levels and bonus rounds is through a central hub, from which you jump into the levels with a TV remote!

WHAT'S GREEN...

Once you do get into a level, you are presented with a series of challenges. On the first level, for example, you have to create five ice sculptures, which involves ice skating elves and defeat an evil Santa! None of the tasks are exactly what you'll call difficult, but it's their simplicity that makes the game so incredibly playable.

...AND SQUIRMY?

This being a Gex game, you also get new clothing depending on what level you're on. This doesn't work quite as well as on other systems, but it is still fairly amusing to see Gex dressed up in a wooly hat and socks! If anything hampers fun in this game it's the controls, which can be a little awkward at times. Frustration levels will undoubtedly run high when you are trying to negotiate some of the levels. There are better platform games available for the Game Boy but if you're a big fan of the suave green lizard, you certainly won't be disappointed by this offering.

MIKE



Gex has to be the only superhero who makes a living out of watching TV!

REVIEWED BY MIKE









'If you're a fan of the green wizard you won't be disappointed!'

2ND OPINION!

PLATFORM PASSAGE

He's Gex, he's green and you can't help but think you've seen it all before in endless platforms games on your Game Boy! This little game gives nothing new, but if you enjoyed Gex's last outing, Enter the Gecko, you will probably be pleased to know that this game continues where that one left off. If platform entertainment does it for you, this could just be your cup of tea! Just don't expect too much originality in the mix!

JEM



GEX RETURNS TO THE GAME BOY IN STYLE

NIGHTMARE BEFORE CHRISTMAS



The end of the first level throws Gex against an Evil Santa who hurls snowballs at him. Not the most sociable of characters, is he?

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INFO!

Micro Machines 2 | Size mech? £24.99
From who? THQ
Where'd we get? Out now
Kind of Game? Racing

QUICK TIP!

DRIVE OUT TO BE PREPARED TO SLOW DOWN AND USE THE BRAKES TO GO THROUGH CORNERS. IT'S BETTER TO LOSE SOME PLACES THROUGHOUT THE RACE TO END RIGHT AT THE END OF THE TRACK THAN BITE BITUMEN!

Micro Machines 1 and 2: Twin Turbo

MICROWAVES, MICROCHIPS - NOW IT'S THE MICRO MACHINES!

Hum Dinger!



REVIEWED BY Jem

One of the biggest success stories of classic UK games comes from Codemasters, *Micro Machines* has become a classic videogame, practically creating a genre of its own. And, unlike many other great racing games, the wheel-spinning, pit-screeching racer is just as at home on the tiny screen of the Game Boy as it is on bigger consoles.

Any self-respecting games fan should find it impossible to hold their cool up without at least one *Micro Machines* title in their collection. However, if you are one of the folk who has managed to resist the allure of racing your way through nuts and bolts or plates of jelly, now is the time to give in. *Micro Machines 1 and 2: Twin Turbo* has arrived for your colour console!

TINY TRACKS

Everyone must know how the game works by now. You are a quite disturbingly small driver placed in your tiny *Micro Machines* car, and you have to race through numerous bafflingly complex tracks in order to beat the computer-controlled fight through to win the cup. You might be speeding along the beach, avoiding crazy crustaceans and shells, or battling your way around a messy barbecue, trying not to get stuck in the spilt ketchup or bump into any rogue peas. It all makes for one of the most imaginative and entertaining racing games ever but this time you get to have double the fun!

TWIN TURBO

Those lovely folks at Codemasters and THQ have somehow managed to cram both incarnations of *Micro Machines* into a deceptively compact cart. Not only can you master the original *Micro Machines* title, with its abundance of game options, tracks and vehicles, but the entire second game as well, with some familiar faces, plus even more options and added bonuses.

The original Challenge game on one-player is the main part of the gameplay, and a real-biting, tackles-raising fight it is too, on both games. Once you've qualified, easy cosy course makes the possibility of winning just that little bit harder, and soon you'll be throwing the entire console halfway across the room as it becomes ridiculously tricky... but you know you'll be coming back for more!



Looks like you might need your waterproofs for this race!



There are no barriers between the track and space, so watch out!



Three, two, one, go! The race will soon be separated from the boys



You can pull of some superb skids at these tracks!

TOUCH TRACKS

Even though the toughness of the Challenge mode will keep you grinding away at both games for a long time to come, everybody wants to share the thrill of the race with their friends, don't they? And that's exactly what you can do in the simplistic but brilliant Head-to-Head two-player mode, which is excellent fun. The Game Boy is split down the middle, so each player can control the vehicle left or right using the A and B buttons or the D-pad. In the second game, this is made even more attractive, with a huge selection of vehicles and tracks, plus even more gameplay options for single players.

Everyone with any sense knows that *Micro Machines* is one of the ultimate racing challenges, and now three people who struggle to get past level five are in for double trouble... Why put two cartridges into your machine is what's on our mind. Buy *Twin Turbo*!

Jem





It's not often that you have to watch out for giant spades when driving!





2ND OPINION

SMALL IS BEAUTIFUL

Ian once Codemasters won a battle with Nintendo to produce games for the NES console and released *Micro Machines*, I have been hooked on this amazing game. This new version for the Game Boy Color is basically the first two NES games in one package, but time has not been kind to *Micro Machines* because it's just as deceptively playable today as it was way back when. If you haven't played *Micro Machines* before, do yourself a copy of this today – you won't regret it!

NICK



TEST YOUR STRENGTH

Hum Dinger!

GRAPHICS!
Watch out for that rep!
★★★★★

SOUND!
Doesn't provide migraines
★★★★★

PLAYABILITY!
Difficult but addictive
★★★★★

LASTABILITY!
You'll be playing it with one controller
★★★★★

OVERALL!
93%

QUALITY RACING ACTION = TOP, TOP VALUE!

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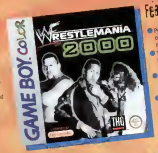
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BUBBLE BOBBLE CLASSIC





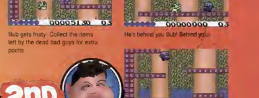






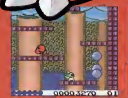
















Water bubbles when burst wend a burst of water down the screen killing any bad guys in the way





Bub gets fruity. Collect the items left by the dead bad guys for extra points

He's behind you, Bub! Behind you!



Once he's bagged a bad guy in a bubble, Bub must bump it with his spikes



They killed Bubby! You [illegible]

NINFO

How much? £24.99
Released? Out now
Where from? Nintendo
Kind of Game? Platform

QUICK TIP! Try to avoid dropping down holes unless you can see what is at the bottom. This is particularly relevant when you're on ice as it's difficult to halt your moving flying freebies.

Way back in the mists of time when 500K was considered to be a rather large amount of memory for a home computer (hey – there was a time when 64K was considered impressive!) there existed a game like no other.

The premise was simple – two little bubble-blowing dragons had to rid the world of a really nasty creature (we forgot his name) and rescue their respective girlfriends in the process. Those dragons were called Bub and Bob and the game was Bubble Bobble.

Now, many years on Bubble Bobble has spawned all manner of spin-off games, the best being the Bust A Move series, and yet the original has never been bettered. Enter stage left: the Game Boy Color version of the original Bubble Bobble!

BUBBLE BUBBLE

The story goes something like this... you're a little dragon called Bub, and your brother Bob is seriously ill. Only the application of something called 'Moon Water' can save him and big brother Bub is the only being in the universe that can get hold of it.

When you consider that this game was converted for such illustrious gaming machines as the ZX Spectrum, the Game Boy Color seems like so much less of an achievement, but the fact remains that Bubble Bobble for the Game Boy is one of the most addictive games to reach Nintendo's hand-held so far! Rather than trying to fit all the action on screen at once Kemco have instead taken the route of using a scrolling playing area – and it works incredibly well!

As you wander around the colourful stages all manner of strange, and not incredibly friendly, creatures come after you and only by trapping them in bubbles and then bursting those with the bad guys inside can you vanquish the nasty beasties. To help you out a number of special bubbles exist which appear from time to time and these have various different effects when burst: from sending lightning bolts zapping across the screen to letting loose a flood of water.

PLINKY PLANKY

With everything from the manic levels of the original arcade game right down to the superbly addictive theme music recreated on your Game Boy Color Bubble Bobble offers you a classic piece of videogaming history. The simplistic yet addictive gameplay ensures that this is one game that you won't want to put down and the only thing that stops it getting a perfect score is that there's no two-player link-up mode!

The added advantage of random level selection after the first few stages means that no matter how often you play this classic arcade game the experience will never be quite the same twice! As it stands Bubble Bobble is a tremendously fun game that no-one with a Game Boy Color should miss out on!

ROY

2nd OPINION! SOGGY JUMPING!

One of the first games I ever jumped 100m into as a kid was Bubble Bobble. The fun that came to my hometown once a year had the arcade version – and I believe they've still got it today, only at 50p a go instead! This new Game Boy Color conversion of the classic game has many of the elements that made the original such a hit, except one – there's no two player mode! One of the greatest things about the game was working together to defeat the monster scum. Shame.

HUGH

BARON VON SKULL – WHO?

Is the original arcade version of Bubble Bobble the character who appeared if you took too long to clear a screen and menacingly followed you around was called Baron Von Blubba. It's quite clearly the Baron who chases you in the Game Boy Color version too, but for some reason the manual refers to him as a 'Giant Monster. What kind of crummy name is that?

TOTAL GAME BOY TEST YOUR STRENGTH

Hum Dinger!

GRAPHICS! Reminds / Lots of detail *
★★★★★

SOUND! The original catchy tune! TUNE
★★★★★

PLAYABILITY! The game is just like Bub!
★★★★★

LASTABILITY! The more you the more game lasts!
★★★★★

OVERALL! 96%

BUY IT. BUY IT NOW!



Hum Dinger!

Déjà Vu I & II

HAVEN'T WE BEEN HERE BEFORE?

You play a Private investigator who wakes up with a serious case of amnesia...

Hmm, this seems strangely familiar... ho ho. Yes, obvious jokes aside, *Déjà Vu I & II* is one of the first graphic adventures on the Game Boy Color and – rather surprisingly, it has to be said – it's something of a goody! You play a private investigator who wakes up with a serious case of amnesia, and it's up to you to get your memory back, find out what on earth you were supposed to be doing and solve the case you were originally working on!

WHO DUNNUMMIT?

Déjà Vu I & II is a really engrossing graphic adventure which – against all expectations to the contrary – works. With shades of the PlayStation's *Broken Sword 2*, this game is incredibly addictive and a must for all GBC adventure fans (we know you're out there somewhere!)

ROY

NHL 2000

PASS THE HOCKEY ON THE LEFT-HAND SIDE!

Despite the undeniable attraction of great sportsmanship, cool body armour and the spectacle of watching blood bounce on ice, the game of ice hockey has never really held any great place in the British sports. Why bother getting kitted up with armour and masks and go to all the bother of freezing your back yard when you can just get a football and start playing?

More to the point, why bother releasing yet another uninspiring ice hockey videogame with the same excuse that it now has the word '2000' in the title? The problem with these games is that they always have a ready audience of enthusiasts who will buy the title no matter what, which means that the game itself has very little innovation, or interest, for casual hockey fans.

WICKEY, WICKEY, WICKEY!

True, NHL 2000 does give the hockey fan quite a lot in such a small square of plastic. You can control your team in either a quick and brutal 'friendly' match for practice or decide to hit and take your way through, from the first drop of the puck to winning the Stanley cup in a full 82-game season. With a great set of in-game rules and a fair amount of options, this title is user-friendly, even for total novices. If you have a hockey game already, though, don't be won over by this latest release, just write '2000' on your old game with bird

Jem

Test Drive 6

PUT THE PEDAL TO THE METAL!

For a Game Boy title, Test Drive 6 has a surprising amount of sponsorship behind it. Amongst the manufacturers featured are Audi, Lotus, TVR and even Dodge – yes, now you can have complete control over the Dodge Viper in the palm of your hand! This, alas, doesn't make much difference when it comes to playing the game, because although the Car Selection screen shows accurate enough representations, that's where the dream ends!

HAVEN UP THE WALL!

Aside from the sponsored cars, Test Drive 6 lucky has just enough playability to make it worth a look. This style of isometric racer may be a little out of date, even on Game Boy, but it is still surprisingly fun to play. Not only can you have your pick of several cars but you can also upgrade them with points, which are won after each race (throughout the numerous tournaments on offer. Don't worry though, because as well as being a serious racer, this game also manages to retain that all-important arcade element. Whilst racing, you will encounter fallen trees, stationary cars and some big jer ramps! To top it all, you can even buy turbo power-ups at the end of each race.

What does let this game down, however, is the handling. The cars themselves control perfectly – that is, until you turn and the car begins to drift out, almost as if it were performing a powerslide. This is a small gripe, though, and with enough practice, driving the cars will become second nature. Recommended for dedicated driving fans only.

MIKE

Quite how you're going to explain this one to the insurance man is a mystery.

Do well in the races and you'll have the opportunity to upgrade your car's stats.

Rainbow Six

HUM DINGER!

ITS ALL GUNS, GUNS, GUNS!



If you've played *Rainbow Six* on the PC or Nintendo 64 then you must be wondering how they could possibly produce a decent version on the Game Boy Color. If you've got a PlayStation, on the other hand, then you're probably hoping it won't be that rubbish!

Rainbow Six in hand-held form rather amazingly manages to include all the elements of the big brother versions, only in a slightly scussied down form! Crawford-interactive has managed to push the limits of the Game Boy to include all the features that made the PC and N64 versions such successes – except for the multiplayer mode, that is.



SOMEWHERE OVER THE RAINBOW

From the moment you switch *Rainbow Six* on, you know you're in for a treat. Everything from the Team Selection screen through the planning stage to the actual Assault mode is in here - this is quite simply the best Rockstorm could have done with the game!

Once you've chosen your teams and assigned them their equipment, you get to plot their actions on the Planning screen. From there, it's just a few simple steps to the action! Moving the teams is incredibly easy too, and connecting that your men are only a few pixels high, it's pretty easy to work out what's going on.

The first-person view really brings things to life and ensures that the Game Boy Color title is every bit as absorbing as the original. If you've always fancied yourself as a bit of a counter-terrorism master then this game is the one for you!

ROY



Although you view the majority of the action from above, there are also first-person elements to the gameplay, where you get to face off with the evil terrorists much like in the PC version. Err... only not as quite as three!





Oh no, not the lawn sprinkler!



***Fly Terrorist Airways* – the only company where you're guaranteed not to get hijacked!**

Rainbow Six offers a workout to practice all the elements of the big book of tactics!



2ND OPINIONS

MORE CONSOLE CONVERSIONS!

When a software company decides that it's going to make a conversion of a 32 bit hit for the Game Boy, you just know it's got something special up its sleeve! Rainbow Six was a brilliant PlayStation game, and it makes a great hand-held strategy game too! It's not one for the arcade action fans out there, but if you're sure and sidekick, but if you want a hardened game to play on the bus, try this one for size.

NICK



Green Two takes some time out for a bit of *Grand Theft Auto!*





Get Ready 2 Rumble™, enjoy country pursuits, lose your marbles, then destroy the world with these Midway titles!



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ninfo!

How much?	£29.99
From who?	EA Sports
Wheaz it out?	Out now
Kind of Game?	Sports

QUICK TIP!

There's no taking that shot back once the ball's been hit – think carefully about every single stroke and take into account the wind, the angle and all before going for it.

Tiger Woods PGA Tour 2000



Reviewed by Jem

I'm Tiger Woods!

Golf games have come in for more than their fair share of derision through the years, with the average game that doesn't involve colourful cartoon characters or innumerable sub-games being blasted for lack of imagination and the sheer boredom factor. Most of this has been unfair, as your average PGA simulator makes a delightful change from rowdy, action-packed sports carts. *Tiger Woods 2000*, however, is simply rubbish.



Evan the presence of the ever-cool Tiger (or is it Andi Peters?) can't turn this into an exciting game!



Looks like you might need your wellies on to get around this green!

[illegible]

We don't make a statement like that lightly. Rarely has such a boring, badly planned piece of clap-trap made its way onto the Game Boy's hallowed screen. It's one thing to try and recreate golf with just a robotic player swinging round the course, but the makers of this game have gone even further in the adaptation of gameplay, making a relaxing eighteen hole match seem like the most boring maths lesson ever.



[illegible]

The opening options and game capabilities do give you a little hope at first, despite the mindless music, FX and simplistic design. You can choose one of eight players, both professional and fictitious, and even change their names. There is also a good choice of course and game type. As far as hand-held games go, therefore, it does offer a pleasing level of variety and lastability.

However, the actual game itself is mind-numbingly dull, with badly-drawn courses being manoeuvred with nothing but a good level of luck and the ability to fiddle with several dull gauges. You have absolutely no power over Tiger or the other players which reduces every swing, putt and aim into a mere game of dull mathematical estimation. If you enjoy golf games, don't put a Tiger in your console.

"A relaxing eighteen hole match seems like the most boring maths lesson ever!"





2nd Opinion!

A good walk spoilt!

After the superb *Mario Golf*, my previously-held opinion that golf games are generally dull went out of the window. *Tiger Woods PGA Tour 2000*, however, is here to remind you of just how bad a virtual stroll around eighteen holes can be. Poor graphics and incredibly boring gameplay make this a sleep-inducing title, even if you've only just got out of bed! The choice in players and courses just can't make up for the lack of excitement. Keep well away from this game if you know what's good for you! *Zzzzz*. .

Karen



TOTAL GAME BOY COLOR Test your Strength!

Graphics! Unimpressive, even in colour ★★★★★

Sound! Totally uninspiring FX ★★★★★

Playability! Has all the charm of school dinners ★★★★★

Lastability! If it's your thing, let it swing ★★★★★

Overall! 43%

Golf games just got more boring



He's Grrrrrreat!

Eldrick (Tiger) Woods became a professional golfer in the late summer of 1996. He has won 22 tournaments, 16 of those on the PGA Tour, including the 1999 PGA Championship and the 1997 Masters Tournament. At the age of 21, Woods was the youngest Masters champion ever. He won four consecutive PGA Tour events to end 1999, and started 2000 with a fifth straight PGA Tour victory in the Mercedes Championships. Including an 11th victory in the PGA Grand Slam, his 1999 worldwide earnings were $7,681,625. And he's only 24. Good on him!

ninfo!

How much?	£24.99
From who?	Crave Ent.
Wheaz it out?	Out now
Kind of Game?	Puzzle

QUICK TIP!

Allow a few minutes at the start of each puzzle to take Babe for a little stroll. Check out the obstacles that lie ahead and whether there are any items that might help you with the challenge.

Babe and Friends





Reviewed by Karen

One man and his pig!

With two hit movies under his belt, Babe – the little pig with a big heart has had more than his share of adventures. From winning the national sheep dog trials through to facing perils on the streets of a big city, the little pink guy has led an exciting life – and it's not about to end there.

Not content with action on the big screen, Babe has nosed his way onto the Game Boy in a colourful puzzler which sees the loveable porker exploring a number of locations, facing numerous challenges along the way. As in the films, Babe's winning charm means he has plenty of friends ready to lend a hand too, and throughout the game you will get sound advice from the likes of Ferdinand the duck and chums.

And pigs might fly!

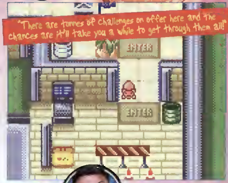
Starting fairly simply with a little sheep herding down on the farm, the puzzles that Babe faces quickly become challenging as he heads to the storybook city. Your task is to steer the tottering little pig and his woolly friend around a selection of short courses, avoiding hazards and shifting objects. It may sound pretty straightforward, but some of the courses require some lateral thinking and careful planning if Babe is to take on the challenge of hazards such as moving walkways and sliding doors and come up trumps.

[illegible]

There are tonnes of challenges on offer here and the chances are it'll take you a while to get through them all. If you're not a fan of puzzles, you may find the whole thing a bit frustrating and repetitive – there's not too much in the way of variety and you have to consider just how much fun you think you can have herding a small sheep around some courses. For fans of the little pig and the more logically-minded gamer, however, Babe's new-found hand-held world is well worth a trot around.

Karen

"There are tonnes of challenges on offer here and the chances are it'll take you a while to get through them all!"





Eugh, it's all wet in here! The things a pig has to do to help his friends out.





2nd Opinion!

This little piggy

This game is definitely one for the younger Game Boy Color player. Cute little piggy graphics, puzzles that start off easy but give quite a challenge later on and lots of merry tunes make this a joy to play in short bursts. I wouldn't recommend a long playing session of *Babe* though – it'll eventually drive you completely round the bend!

Nick









Book Beginnings

Okay, so you've seen the film, played the game and bought the mug, but did you know that the original idea for the first Babe movie came from a book, entitled *The Sheep Pig*? Written by a chap called Dick King-Smith, the story follows Babe's adventures on the farm as he learns about the big wide world under the watchful eye of Farmer Hoggett and the other animals.

TOTAL GAME BOY COLOR Test your Strength!

Graphics! Clear and colourful ★★★★★

Sound! Plinky plonky tunes – yawn! ★★★★★

Playability! Easy to grasp but frustrating ★★★★★

Lastability! Once played forever mastered ★★★★★

Overall! 70%

A porky little puzzler!

NMF!

How much? £24.99
Reviewed? ISSUE
Where'd it eat? ISSUE
Rest of Games? Mondays

YES!

QUICK TIP!

THE AWESOME BROTHER BOYS' TIPS GUIDE TO MAKE NODDY AND HARRY PLAYING AT TOPPS TO COMPLETE TRACEY'S MAGIC MACHINE AT ONE SITTING, WHENEVER DO KIDS WILL LEARN TO PLAY EVEN LONGER FOR MR CARR!

NODDY AND THE BIRTHDAY PARTY

"There's no denying that the tiniest Game Boy fans will enjoy this game!"

In the fifty years that Noddy has been driving around Toyland in his bright red and yellow car he has become a British institution, famous throughout the world. Enid Blyton's famous little chesky chappy is every bit as popular on TV and in print as Winnie The Pooh and the like, but he forays into the world of hi-octane gaming action have only just begun.

All your favourite characters are here at this new BBC game for the Game Boy Color – all ready and willing to help Noddy strangle a surprise birthday party for his good friend Big Ears, but for a price. The game itself is proactively simple – drive around Toy Town until you meet one of your friends.

Each of them has a problem which you must solve by leaping around scrolling platform levels and collecting eggs, candies, and even shells for a measly four pence reward! All this goes into Noddy's piggy bank to save up for a big Birthday bash.

TINKLING BELLS!

There is a little variety in the game, with flying levels and timed train races standing in the way of either jelly and ice-cream or an early bedtime. Well, they couldn't allow the little fellow to get killed by the Golliwog, could they?

There's no denying that the tiniest Game Boy Color fans will enjoy the Noddy game, although the boys probably wouldn't admit to it. Even more experienced players can get something out of it as the hard setting can offer quite a challenge when you're flying around collecting balloons at high speed.

How popular this first Game Boy title from the BBC will be remains to be seen, but if you buy Noddy and The Birthday Party expecting fun, mischief and a teensy bit of a challenge, you won't be at all disappointed.

Jem



Thank you
See you at the party

Noddy counts the cash he's made from the game spin-off of his cartoon!

2ND OPINION!

I LOVE NODDY TOYS!

Loves by kids and grown-ups alike, the little fellow with the tinkly bell is no less adorable in this cute little platformer. As for its gameplay goes, though, this is definitely one for the younger generation. Toyland isn't really a very big place and, though the challenges Noddy faces on his travels are entertaining, the seasoned gamer will romp through the entire thing with ease. It's colourful, well animated and thoroughly endearing but not exactly a taxing test of skill. Still worth a look though, just to play with the horn on Noddy's car – parp parp!

Kirsten





ARE YOU SITTING COMFORTABLY?



Once upon a time, there was a famous English author called Enid Blyton, who was persuaded to start a whole new line of stories to appeal to younger children, full of colour and illustration and starring one central character. The result was Noddy Goes To Toyland which was an instant hit with parents and kids alike in the autumn of 1949. Although Blyton herself died in 1964, the little chap in the red and yellow car has gone from strength to strength. Blyton wrote 154 different Noddy tales, not to mention stage plays and television series, the most recent BBC incarnation of which has made Noddy internationally renowned – his face can be seen on T-shirts, toothbrush holders, cups and probably even automatic weapons. Oh, and of course, he lived happily ever after.



NMF!

How much? £29.99
Reviewed? ISSUE
Where'd it eat? Dec 99
Rest of Games? Tracks

YES!

CARMAGEDDON

2 GAME OF CARS, SPEED AND BONEY-LOOKING KLOBS!

If you've ever seen the film Death Race 2000 you'll already have a good idea what Carmageddon is all about. An original racing game with a simple idea: instead of racing circuits you race city streets from checkpoint to checkpoint, ramming other cars and innocent bystanders as you go! Unfortunately, like the N64 version this game, originally a PC hit, is a wasted opportunity on the Game Boy.

OUT OF CONTROL!

The game wouldn't, in fact, be so bad if it weren't for the controls, which after a few minutes of play become truly insufferable. The problem comes from the fact that the car can physically only turn eight direction – not exactly what you want when travelling at high speeds. Admittedly, you can make the car seemingly slide sideways with minute taps of the D-pad but this doesn't help the situation at all. Steer clear of this one!

Mike







"Like the N64 version, the game is a wasted opportunity on the Game Boy..."

NMF!

How much? £24.99
From who? Konami
Where'd it eat? Dec 99
Rest of Games? RPGs

YES!

STRANDED KIDS

THEY'RE ALL ALONE ON AN ISLAND!

This new role-playing adventure from Konami is in a similar vein to the classic *Legend of Zelda* that all Game Boy Color owners must know and love.

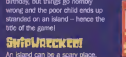
The intro tells the story of a young child (you get to choose whether they are male or female) and his dad. They take a boat ride to celebrate the kid's tenth birthday, but things go horribly wrong and the poor child ends up stranded on an island – hence the title of the game!

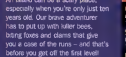
SHIPWRECKED!

An island can be a scary place, especially when you're only just ten years old. Our brave adventurer has to put up with killer bees, biting foxes and clams that give you a case of the runs – and that's before you get off the first level!

The aim of the game is to be rescued, and using small but perfectly formed graphics in the Zelda-style, the game trots along at a good pace. The difficulty level is set so that Game Boy beginners can get on without too much to worry about. *Stranded Kids* is a perfect introduction to RPGs!

Jem









COLOR Scribblings!

YOUR LETTERS, RANTS AND DRAWINGS!



Driving me Conkers!

Dear Total Game Boy Color

I would like some help with Conker's *Pocket Tales*. I can't kill the swamp fiend. Can you help? Also, could you tell me how often your mag comes out as I look for it in the shops regularly, but always seem to be missing issues. Maybe you have already done a walkthrough of Conker's. If so, in which issue and can I get back copies?

Vanessa, West Bromwich

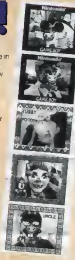
Don't worry Vanessa, you haven't missed a solution to *Conker's Pocket Tales* – because we haven't printed one! In a magazine as small as this it's difficult to print complete solutions to games as big as Conkers, but we can help readers like yourself out with particular problems.

It's tough to beat the swamp fiend because of the mud that's all around, so make sure you save the game before tackling him, or you might be sorry. You have to stomp on him to defeat him, so creep up as close as you can, then stomp on the fiend when he's least expecting it. There's not much more advice we can give – you just have to practice!

Just to let you know, Total Game Boy Color comes out every six weeks. This means we have a whopping nine issues every year. If you want to pick up some of the older issues of the magazine, just give the friendly people in our subscriptions and back issue department a call on 01202 200200 – they'll soon help you out.



PRINTER POWER!



Dear Total Game Boy Color

My name is Nick Graham, I am 13 years old. I live in Dunedin – you probably don't know where that is. It's in the south of New Zealand. If you don't know where that is then you're stupid. It's just east of Australia. Anyway, I've just read issue five of your magazine. It rocked butt! I especially liked the preview of *Resident Evil* – it looks sweet!

I've sent you some cool pictures for your printer section – can you please publish them?

Nick Graham, Dunedin, New Zealand

Thanks very much for your print-outs Nick. You're the only one who has sent in any Game Boy Printer craziness so far – and this set are really cool! Does anyone else out there in Game Boy land have a Game Boy camera and printer? If you do, create some wild and wacky faces and pictures and send them in to the usual address. The best ones out of the postbag might even win the sender a prize!



Help!

Send an your own cheats and we'll give you the credit... Help!, Tips, Total Gameboy, Future Publishing, Penguin House, St Peter's Road, Bournemouth BH1 2JS



Know your pad!

Here's where all those pesky buttons are...

D-PAD
This little plus sign lets you move up, down, left and right.

START
Pause your game or call up the Options screen!

B BUTTON
Most of the cheats are a combination...

A BUTTON
...of the A and B buttons. Press them carefully!

SELECT
This button is often used for Options screens.

Level	Password
02	BCCB
03	DDB
04	HGGF
05	NBPG
06	KDBF
07	QGJJ
08	GQNG
09	FLDP
10	HDQQ
11	DLGQ
12	CBHQ
13	JBJG
14	PLDP
15	LFSB
16	DQLD
17	GLPG
18	DJHD
19	LRQS

Bonus Stage

When you've on stage three, swing right on the first rope and you should end up in the wall. Now go and get the cool stuff.



Antz

Hot Wheels Stunt Track Driver

Get 'em all

As a password, enter: ↓, →, ↑, ←. This will give you all the cars and tracks to play with.

Shadow Jet

Level	Password
Level 2	↑, ↓, ←, →, A, B
Level 3	↓, →, ↑, ←, B, A
Level 4	↓, ↑, →, ←, B, A
Level 5	↓, ↑, ←, →, A, B
Level 6	↓, →, ↑, ←, A, B
End	↓, →, ↑, ←, B, A

Slide Out

Level	Password
Level 2	↓, ↑, →, ←, A, B
Level 3	↓, →, ↑, ←, B, A
Level 4	↓, ↑, →, ←, B, A
Level 5	↑, ↓, ←, →, B, A
Level 6	↑, ↓, ←, →, A, B
End	↓, →, ↑, ←, A, B

Way Too Fast

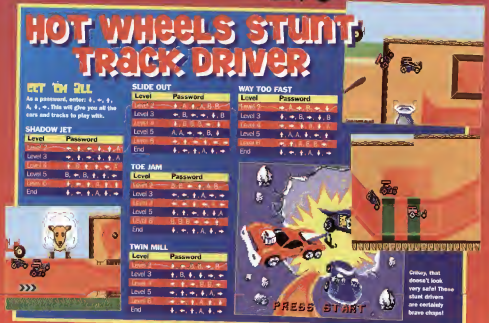
Level	Password
Level 2	↓, →, ↑, ←, A, B
Level 3	↓, →, ↑, ←, B, A
Level 4	↓, ↑, →, ←, B, A
Level 5	↑, ↓, ←, →, A, B
Level 6	↑, ↓, ←, →, B, A
End	↓, →, ↑, ←, B, A

Toe Jam

Level	Password
Level 2	↓, →, ↑, ←, A, B
Level 3	↓, →, ↑, ←, B, A
Level 4	↓, ↑, →, ←, B, A
Level 5	↑, ↓, ←, →, A, B
Level 6	↑, ↓, ←, →, B, A
End	↓, →, ↑, ←, B, A

Twin Mill

Level	Password
Level 2	↓, →, ↑, ←, A, B
Level 3	↓, →, ↑, ←, B, A
Level 4	↓, ↑, →, ←, B, A
Level 5	↑, ↓, ←, →, A, B
Level 6	↑, ↓, ←, →, B, A
End	↓, →, ↑, ←, B, A



Ohhoy, that doesn't look very safe! These stunt drivers are certainly brave chaps!

Worms Armageddon

Level	Password
Jungle	
Cheese	
Medical	
Desert	
Tools	
Egypt	
Hell	
Treehut	
Garden	
Snow	
Construction Yard	
Pirate	
Fruit	
Alien	
Circuit	
Medieval	



Wario Land II

Secret Chapter

Start a new game and without making Wario up, let the pirates knock him out of the cards. The game will now start at the secret chapter.

Somersault Jump Blues

If you want to move around normally as the conveyor belts, simply pick up and carry an enemy.

Kick It Right

If you want to battle with the bosses, you must have completed the game with all map pieces and treasure, and have 100 percent status. On the Level Name screen, select a boss level (Stuff) and press A + B.



Bubble Bobble Classic



Passwords

Level	Password
01	FBBB
02	CBCB
03	DBBD
04	FBBB
05	GBBB
06	HBHB
07	JBBJ
08	KBBB
09	LBBB
10	MBMB
11	NBBN
12	PPBB
13	QQBB
14	RBRB
15	SBBS
16	TTBB
17	CCBB
Boss	VVBB
18	PCCC
19	FDBC
20	GFBC
21	JCCB
22	JBCH
23	LBCC
24	MCKC
25	NCCL
26	PMCC
27	QMCC
28	RCPC
29	SCCQ
30	TRCC
31	VSCC
32	WCTC
33	DBDB
34	XBXB
Boss	FCBD
35	GBDB
36	JDBF
37	NSCD
38	LRCD
39	MDJC
40	NCDM
41	PLCD
42	QMCD
43	RDNC
44	SCDF
45	TDCD
46	VBCD
47	WDSC
48	XDDT
49	GBCF
50	HPCC
51	JCFD
52	JBFT
53	DQLD
54	KBBF
55	MFJB
56	NBFK
57	PLBF
58	QMBF
59	RFMB
60	SBPF

HELP!

BEAT MANIA GB2 & GOTCHA MIX

Enter the following codes to unlock these new songs.

WONDERFUL	Genos Screams
MELODIOUS	Friends
GROOVY	Sytism
SUPERCOOL	Ultramax ez Ute
SPLENDID	Natarkaja
	Obscuni Ratteeno

HYPER BLACK BASS

SKIP THE FIRST STAGE

To start a game on the second level, use all 'A's as your password.

BABE AND FRIENDS

Passwords

Level	Password
02	BOB
03	RNN
04	GOM
05	RMS
06	NSW
7	?

MORTAL KOMBAT 4

KOMBAT KODES

What it does	Code
25% life (CPU)	00-07-07
25% life (Player 1)	70-70-00
50% life (CPU)	00-00-33
50% life (Player 1)	03-33-00
Lungs Reebs	12-11-11
Dark Kombat	88-84-22
Disable throws	10-01-00
Disable Max Damage	01-00-10
Disable throws and Max Damage	11-01-10
Lunatics Kombat	05-00-55
Multiple weapons	16-55-55
No blocking	03-00-20
Noob Saibot mode	01-20-12
Programmer's message 1	98-76-66
Programmer's message 2	13-39-26
Psycho Kombat	96-61-26
Random weapon in match	11-11-11
Reader Kombat (Random person)	33-33-33
Silent Kombat	66-66-66
Start with a random weapon	22-22-22
Switchblade Weapons	00-00-00
never dropped	00-20-02
One hit victory	12-31-23

REPTILE SCOOP

To fight Reptile, enter the code: 20-52-05.

BE THE REPTILE

To have Reptile as a playable character, enter the code: 15-22-34.

GRAND THEFT AUTO

CHEAT CODES TO ALL LEVELS

If you are stuck on a level, find a way to die – steal a car and drive off a bog, get shot or arrested – and when all of your five lives have gone, a state access appears. Press A on this screen and zero off your Game Boy. Turn your Game Boy on again and the level you were stuck on has been mysteriously completed and you can play on the new level.

CONKER'S POCKET TALES

WHERE ARE ALL THE PRESENTS?

Here's a guide to the locations of all the presents in Willow Wood...

- Located on the left side of Conker's house.
- Speak to the Forest Guardian. It's a gift. How nice.
- Compete the Windmill puzzle.
- Beat the Windmill target practice and it's on the right side of the Forest Guardian's house.
- Go to the first house in Mushroom Village. It's a gift from the resident.
- On the second floor in the Forest Wong's house. Located in Spooky Forest.
- Complete the puzzles in the second house in Mushroom Village, and it's in the second room.
- Located by the whirlpool, at the South-east corner of the playing area. Defeat the Huizomeze in Mushroom Village first and speak to the Evil Acorn.

It's my party and I'll cry if I want to – Evil Acorn gives poor Conker a nasty Birthday surprise. Awww.

BEAT MANIA

ALL TRACKS FOR GB-MIX

Use RELAXATION as your password to access all the songs.

BATTLE OF THE DJS

To play the DJ Battle on the Free mode, use any of the following passwords:

BEATMANIA
KONAMI
KCEA

UNLOCK THE LOT

To unlock all the songs in the game, enter the following sequence as your password:

L, L, R, R, L, R, L, R, A, B, Start.

Or the Konami code:

U, U, D, D, L, R, L, R, B, A

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Previews

the sneaky peek at future games around the corner!



Zelda... The Return!

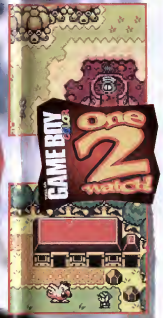
FORGET FIGHTING, I'M RUNNING AWAY!

Those who fondly remember *Link Awakening DX* from a little while ago will be stunned to learn about the amazing sequel, *Legend Of Zelda: Fruit Of The Mysterious Tree* (a working title). You'll be glad to learn that Link and Nintendo's number one hero time around he's packing things in even more style!

Fruit of The Mysterious Tree is a trilogy of games, all of which will be released within months of each other. The three titles will consist of *The Tale of Power*, *The Tale of Wisdom* and *The Tale of Courage* and will be playable in any order you choose. Then, when you decide to play the other two, whatever decisions you have made will directly influence proceedings!

Developed by both Nintendo and Capcom, the story takes its influences from the very first Zelda game on the NES. Ganon (remember him?) has returned from the dead and stolen the Triforce, a powerful, magic-generating artefact. When he learns that Link is out to rescue the Princess and recover the artefact, he splits it into eight segments and scatters them through the land (and over the three games). Link then has to call on all his resources, make new allies and save the day. To help him on his journey, Link teams up with Nayru, a witch's apprentice, the Ulrira tribe from another dimension no less and a kangaroo! He also has to control the elements and learn hundreds of new spells.

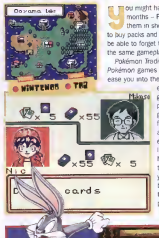
We are assured that the forthcoming Zelda trilogy is going to be absolutely huge and from what we've heard, we're inclined to believe it! Stay tuned for more news very soon!



Pokémon Trading Card Game

You might have noticed a craze sweeping the nation over the last few months. Pokémon trading cards. We've had reports of kids fighting over them in shops, mothers rushing to the newsagent at the crack of dawn to buy packs and schools banning them from the playground. Well, you'll soon be able to forget the paper version because Nintendo has a game that uses the same gameplay and graphics as the cards!

Pokémon Trading Card Game is in a similar mould to the previous Pokémon games with small, neat graphics and a good story line to ease you into the action. The difference is that when you enter a game of cards, you embark on a game of strategy, skill and chance – a perfect rendition of the normal card game. You'll find many of the familiar playing cards in here, along with some that are exclusive to the game. With a little help from Dr Mason and his lab technicians, you'll soon be beating even the toughest players!





Bugs Bunny in Crazy Castle 4

Prepare to go loonier because Warner Bros is about to let rip with another edition of the highly successful *Bugs Bunny in Crazy Castle* series, which is now up to number four! Starring 15 of your favourite Looney Tunes characters, this game has some great looking graphics designed specifically for the Game Boy Color – 13 huge levels of them to be precise, packed full of tricks, traps and treasure!

We've been privileged enough to play this brilliant new Bugs game already and it's looking like one hot mammal. Keep an eye out for a full review in the next issue.

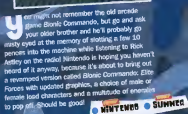




Bionic Commando: Elite Forces

Remember the old arcade game Bionic Commando, but go and ask your older brother and he'll probably go misty eyed at the memory of visiting a few 10 pences into the machine while listening to Rick Astley on the radio! Nintendo is hoping you haven't heard of it anyway, because it's about to bring out a revamped version called Bionic Commando: Elite Forces with updated graphics, a choice of male or female lead characters and a multitude of enemies to pop off. Should be good!





Metal Gear Solid

We've already given you a preview of this amazing looking conversion of the PlayStation hit *Metal Gear Solid*, but just as we were going to press this issue, Konami came along with a whole new batch of screenshots and some lovely artwork, so we thought you'd like a look!

The game is a hybrid of the PlayStation blockbuster and the older Nintendo versions. It stars Solid Snake, who sneaks around all sorts of top secret bases and labs solving mysteries. Konami is keeping the exact story line and structure of the game secret, but we've managed to secure an exclusive review that will be coming your way in the next issue of Total Game Boy Color!







Know Your Games!

THE COMPLETE LISTING OF GAME BOY COLOR REVIEWS!

Here's the complete listing of every game ever reviewed by Total Game Boy Color! Use these pages as a buyers' guide each time you're about to part with your hard earned cash and you won't go far wrong!





Know Your Games!

The complete listing of Game Boy Color reviews!

Game	Publisher	Score	Type	See
Rayman	Ubi Soft	92%	Platform	Issue 7
R-Type DX	Infogrames	85%	[illegible]	Issue 4
Rampage World Tour	Midway	58%	Arcade	Issue 2
RC Pro-Am	Nintendo	75%	Racing	Issue 1
Ready 2 Rumble Boxing	Midway	73%	Sports	Issue 7
Reservoir Rat	Take 2	84%	Platform	Issue 2
Revelations: The Demon Slayer	Atlus	87%	RPG	Issue 5
Ronaldo V-Football	Infogrames	65%	Sports	Issue 7
Rugrats: The Movie	THQ	87%	Platform	Issue 2
Rugrats: Time Travellers	THQ	72%	Platform	Issue 6
Shadowgate Classic	Kemco	48%	Role-playing	Issue 3
Shanghai Pocket	Sunsoft	79%	Puzzle	Issue 1
Space Invaders	Activision	69%	[illegible]	Issue 6
Space Station Silicon Valley	Take 2	92%	Platform	Issue 5
Spy vs Spy	Kemco	79%	Arcade	Issue 4
Star Wars: Episode 1 Racer	LucasArts	93%	Racing	Issue 7
Super Breakout	Take 2	78%	[illegible]	Issue 2
Super Mario Bros Deluxe	Nintendo	95%	Platform	Issue 3
Super Mario Land 2	Nintendo	92%	Platform	Issue 1
Super Return of the Jedi	LucasArts	72%	Platform	Issue 1
Supreme Snowboarding	Infogrames	53%	Sports	Issue 6
Suzuki Alstare Extreme Racing	Ubi Soft	72%	Racing	Issue 6
Tarzan	Activision	72%	Platform	Issue 5
Tasmanian Devil: Munching Madness	Infogrames	85%	Action	Issue 7
Tetris DX	Nintendo	85%	Puzzle	Issue 1
The Smurfs Nightmare	Infogrames	78%	Platform	Issue 3
Three Lions	Take 2	82%	Sports	Issue 5
Tom and Jerry	Warner Bros	48%	Platform	Issue 6
Top Gear Rally	Nintendo	55%	Racing	Issue 3
Toy Story 2	THQ	80%	Platform	Issue 7
Turok 2	Acclaim	45%	Platform	Issue 2
Turok: Rage Wars	Acclaim	78%	Action	Issue 6
V-Rally Championship Edition	Infogrames	90%	Racing	Issue 3
Wario Land II	Nintendo	90%	Platform	Issue 1
Wave Race	Nintendo	68%	Racing	Issue 1
World Cup 98	EA Sports	80%	Sports	Issue 1
[illegible]	Infogrames	48%	[illegible]	Issue 6
WWF Attitude	Acclaim	80%	[illegible]	Issue 4
WWF Wrestlemania 2000	THQ	40%	Sports	Issue 7
Zelda: Link's Awakening	Nintendo	95%	Adventure	Issue 1 & 2

See you next issue for more hand-held hi-jinx!

We'll have reviews of every new Game Boy Color game and some great compos!

ISSUE 9 ON SALE MAY 25!



Total Game Boy Color Credits!

Paragon Publishing Ltd, Paragon House, St Peters Road, Bournemouth BH1 2JS
Tel: 01202 299900
Fax: 01202 299955
www.totalgames.net

Editorial Peeps
Managing Editor: Nick Roberts
Design: Debbie Hockey
Sub Editor: Karen Hollocks
Contributors: Jem Roberts, Mark Hattersley, Lou Wells, Simon Phillips, Paul Malinowski

Web Weavers
Online Manager: Stuart Wynne
Online Editor: Gavin Clogge

Advertising Bods
Advertising Manager: Felicity Mead, 01202 200224
Classified Manager: Alan Walton
Sales: Emma Bedford, Claire Endean
Ad Production: Dave Osborne, Jo James, Jane Evans, Lorraine Troughton, Rex Creed

Production Types
Systems Manager: Alen Russell
Bureau Manager: Chris Rees
Scanning/Prepress: Liam O'Hara, Dom Eddy
Circulation Manager: Tim Harris

Marketing/Licensing
Marketing Manager: Monica Casal-Guerra
International Account Executive: Catherine Blackman, Tel: +44 (0)1202 200208, Fax: +44 (0)1202 200238

De Suits Geezers
Art Director: Mark Kendrick
Editorial Director: Damian Butt
Production Director: Jane Hawkins
Finance Director: Trevor Bedford
Advertising Director: Peter Cleall
Managing Director: Mark Simpson

Dreamcast Magazine, Dreamcast Solutions, Play, PlayStation Pro, Planet PlayStation, 64 Magazine, 64 Solutions, PowerStation, Total Games Guide to Pokemon and many more!

Printed by: Garrett Dickinson, Rotherham
Distributed by: Seymour International, 1st Floor, 86 Newman Street, London, W1P 3LD. Tel: 0181 679 1899

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Total Game Boy Color: ISSN 1464-8504

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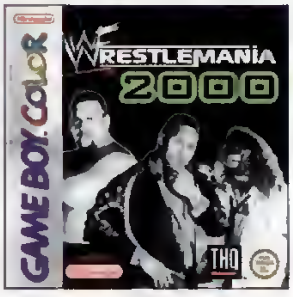












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